2 TO 4 PLAYERS AGES 9 AND UP

FIGURE 1 SHOWS A 4-PLAYER GAME SET PLAY PILE UP AND READY FOR PLAY, REFER TO IT AS YOU SET UP YOUR OWN GAME. MONEY WADS MONEY PAWN ON START SPACE MONEY BOARD CARD DECKS

LOTTERY CARD

ONE MILLION DOLLAR WAD ON LARGE PURPLE LOTTERY SPACE CONTENTS:

GAMEBOARD, MONEY PAWN, 4 MONEY BOARDS, 30 CARDS, 1600 BILLS OF PLAY MONEY, 180 MONEY LABELS, 5 DICE Remove the parts from the bag. Carefully separate the 4 money boards from the parts sheet.

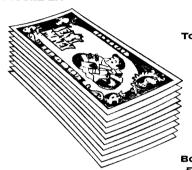
Before you play, you need to bundle the money into neat, manageable wads. Sounds boring? Make it fun by pretending it's real, and it's yours! Or get friends to join you — "group wadding" takes less time and can actually be fun!

- 1. Separate the money into stacks of purple, red, green and blue.
- 2. Take 10 bills of the same color. Form a neat stack with the top 9 bills faceup and the bottom bill facedown. See Figure 2A.

3. Carefully wrap a matching-colored money label snugly around the stack, then overlap the label ends and firmly press them together. See Figures 2B and 2C.

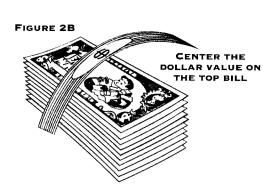
Note: A few extra labels of each color are included. Set them aside in case you need them later as replacements.

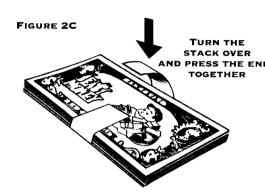
FIGURE 2A



TOP 9 BILLS FACEUP

BOTTOM BULL FACEDOWN





One purple wad = \$100 THOUSAND One red wad = \$200 THOUSAND One green wad = \$500 THOUSAND One blue wad = one million

GAME SETUP 1. Place all of the money in a pile in the center of the gameboard. This is the play pile, from which players win money during the game.



2. Take a one million dollar wad and place it on the large purple Lottery space (see Figure 1).

During the game,

START

players will lose money to this space and win money from it.

3. Place the money pawn on the Easy Money START space (see Figure 1).

During the game all players share the money pawn, taking turns moving it around the gameboard.

4. Place the Lottery tickets, Mystery Jackpot cards and Wall Street cards in facedown decks near the gameboard.



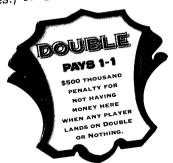
5. Take one Lottery ticket and place it (faceup or facedown) near you. All players do the same.

6. Take two wads of each color money (8 wads in all). All players do the same.



During the game you'll make lots of money. Always keep your money in full view so people can see how rich you are!

7. Each player takes one money board. Place one or two wads of any value on your money board's DOUBLE symbol. (If you place two wads, they can be of different values.) All players do the same.



EACH PLAYER PLACES ONE OR TWO WADS OF ANY VALUE HERE.

During the game you'll double or lose the money you place here when the money pawn lands on certain gameboard spaces. More about this on the following pages

GAME PLAY

Each player rolls one black die. Highest roller goes first. Play then continues to the left.

Learning the game: You don't need to slog through all of the rules before playing your first Easy Money game. You may want to start right in playing, and look up the rules for each game space as the money pawn lands there.

Easy Play Guide: On the cardboard platform in your game box is a brief rundown of the rules for each game space. After you've played one or two games, you may find it handy as a quick reference.

ON YOUR TURN

Roll both black dice. Then move the money pawn clockwise around the gameboard, one space for each dot on the dice. Follow the space directions. Your turn is then over.

On some spaces only you do something; on other spaces other players also do something. Space directions are explained below.

Double Space



When the money pawn lands on a Double space, all players double the amount of

money on their money boards' DOUBLE symbol! Take an equal amount from the play pile. All players do the same. For example, if you have one \$100 thousand wad and one \$500 thousand wad on your DOUBLE symbol, collect \$600 thousand!

Now each player either leaves the original amount placed on his or her DOUBLE symbol, or changes the amount. Remember to place no more than two wads on DOUBLE.

Changing your DOUBLE amount:

You can change the amount of money on your double symbol any time before a player starts a turn. See Double or Nothing Strategy in the next column.

Penalty: Don't get caught without money on your DOUBLE symbol! Any player without money there must pay a penalty of \$500 thousand whenever the money pawn lands on a Double space or a Nothing space. The penalty is paid to the large purple Lottery space.

Nothing Space

When the money pawn lands on a Nothing space, all players lose the money on their



money boards' DOUBLE symbol! Place the money on the large purple Lottery space. All players do the same.

Any player with no money on DOUBLE pays the \$500 thousand penalty. Then all players again place one or two wads on DOUBLE. This ends your turn.

Easy Money Space

If you move the money pawn past an Easy Money space on your turn, collect one million dollars from the play pile. If the pawn lands on an Easy Money space on your turn, collect two million dollars from the play pile! This ends your turn.

You must always have money on your money board's DOUBLE symbol, or you'll pay a \$500 thousand penalty when the money pawn lands on a Double space or a Nothing space.

It's good strategy to change your DOUBLE amount often. Keep track of where the money pawn is on the gameboard. "Beef up" your amount when a Double space is just ahead lower it when a Nothing space is NOTHING STRATES coming up!

Mystery Jackpot Space

When the money pawn lands on the Mystery Jackpot space on vour turn, draw one card from the Mystery Jackpot deck. Follow the directions on it then return the card to the bottom of the deck (unless it's a card you keep for the rest of the game). This ends your turn.



Lottery spaces are the gold spaces and the large purple Lottery space. When the money pawn lands on a Lottery space on your turn, take one additional Lottery ticket from the deck. (If the deck has run out, take a ticket from the player of your choice.) Now hold a lottery for all players! Here's how:

- 1. Roll the red, white and blue dice (either all together or in red, white and blue order). Call out the numbers in red, white and blue order. This three-digit number is the winning lottery number!
- 2. Now all players (including you) check out the numbers on their Lottery ticket(s).
- If a player has the winning number, he or she takes the money on the large purple Lottery space.



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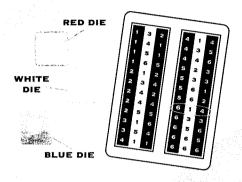
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Replenish the Lottery by placing one million dollars there from the play pile. All players return their Lottery tickets to the deck. Shuffle the deck and give each player one new ticket.

 If no player has the winning lottery number, the Lottery money stays where it is, and players keep their tickets. Your turn is over.

The example below shows a winning lottery number.



THE WINNING NUMBER 614 WAS ROLLED ON THE DICE. THE PLAYER WITH THIS LOTTERY TICKET WINS!

Greed Space

If the money pawn lands on a Greed space

on your turn, choose a player from whom you'd like to



swipe money. Try to pick the richest player by checking out each player's pile of money! Once you've chosen a player, roll one black die until you decide to stop, or until you roll a 1. As you roll, keep a running tally of the dots on the die — the player owes you \$100 thousand for each dot!

- If you decide to stop rolling. collect the total amount that you rolled from the player. For example, if you rolled a 4, then a 6, then a 3, collect 1.3 million dollars (\$100 thousand x 13 dots) from the player. Your turn is over.
- If you roll a 1 on any roll, you collect nothing at all and your turn ends!

Don't get too greedy! If you try to collect more than the player has, you get nothing at all!

Wall Street Space



When the money pawn lands on a Wall Street space on your turn, it's time for all players

to play the Stock Market! Do the following:

- 1. Look at the top card in the Wall Street deck, but don't turn it over! The Stock Tip predicts either that the market is going UP, or that it's going DOWN.
- 2. All players (including you) now "play the market" by placing one or two wads of any value on either UP or DOWN on their money boards' Wall Street squares. (You can't cover both predictions.)

Place your money depending on whether you think the Stock Tip is right or wrong according to the Daily News on the other side of the card. For example, if the Stock Tip says UP, place your money on UP if you think the Daily News also says UP; place your money on DOWN if you think the Daily News savs DOWN.

- 3. After each player has placed his or her money, turn the Wall Street card over.
- All players who did not match the Daily News report lose the money they placed to the large purple Lottery space.
- All players who matched the Daily News report take their winnings from the play pile. See the Odds Payout Chart, below.

Place the card on the bottom of the deck. Your turn is over.

Strategy: On most cards the Daily News report matches the Stock Tip. It's safer to go with the Stock Tip — but if you go against it and you're right, you'll make more money!

Lucky Dice Space

When the money pawn lands on a Lucky Dice space on your turn, you

on the dice.

become the Dice Roller. Players place money on numbers, hoping that you'll roll them

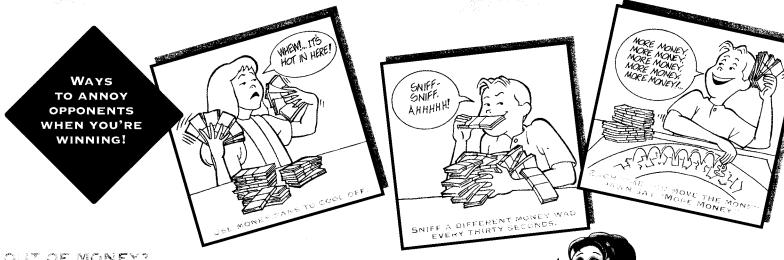
- 1. All other players place one or two wads of any value on their money boards' Lucky Dice section. (Two wads can be placed on the same number or on two different numbers.) Players will collect money when you roll their numbers!
- 2. Roll both black dice and add their total. Players collect their winnings as follows:
- If you roll a 4, 5, 6, 8, 9 or 10. all players with money on those numbers collect from the play pile according to the odds (see the Odds Payout Chart, below). Then they remove their money from that number (see the example below). Keep rolling! If you roll a number that a player has already collected for, just roll again.
- If you roll a 2, 3, 11 or 12, collect \$100 thousand from the play pile. Keep rolling! Collect for these numbers every time you roll them!
- If you roll a 7, collect all money remaining on players' money boards! This ends your turn.

Keep rolling the dice until all money has been removed from the money boards. This ends your turn.



AT 3 TO 1 ODDS. THIS GUTSY PLAYER PLACED ONE MILLION DOLLARS ON NUMBER 4 WHEN 4 WAS ROLLED, THE PLAYER COLLECTED THREE MILLION DOLLARS!

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OUT OF MONEY?

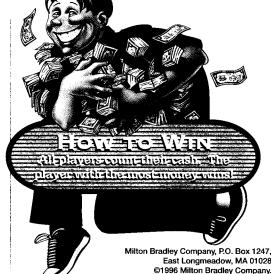
It's unlikely that you'll have such incredibly bad luck. But if you run out of money, you may use your next turn to roll both black dice and collect \$100 thousand times the amount rolled from the play pile.

WHEN THE PLAY PILE RUNS OUT OF MONEY When the play pile is too low to pay everyone off on a turn, the player whose turn it is collects first. The player to the left then collects, and so on until the pile runs out. Any players unable to collect are simply out of luck!

When the play pile runs out (after players collect, or replenish the Lottery), it's time to hold the Final Lottery!

FINAL LOTTERY

The player whose turn it is rolls the red, white and blue dice according to the Lottery rules. If no one wins the lottery, each player adds \$500 thousand to the large purple Lottery space. (Players who run out of money can still play the Final Lottery.) Keep rolling until a player wins! That player takes the Lottery money, and the game ends.



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